
BLIZZARD®
ENTERTAINMENT



THOSE THAT SLAY TOGETHER...
A CO-OP MANIFESTO

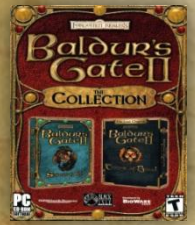
KEVIN MARTENS
LEAD DESIGNER, BLIZZARD ENTERTAINMENT

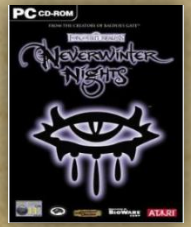
GAME DEVELOPERS CONFERENCE®
MOSCONE CENTER · SAN FRANCISCO, CA
MARCH 2-6, 2015 · EXPO: MARCH 4-6, 2015

WHO AM I?

















- AT BIOWARE 11 YEARS

- AT BLIZZARD SINCE 2009
- CURRENTLY LEAD DESIGNER OF THE DIABLO FRANCHISE

WHY AM I HERE?

- PLEASE LEARN FROM MY MISTAKES
- EMPOWER YOURSELF TO BYPASS THE PITFALLS AND NAYSAYERS
- I WANT MORE CO-OP GAMES TO PLAY!

- THE FUN PART FOR ME:



WE ARE ALL IN CO-OP MODE RIGHT NOW

PLAYING GDC!

GDC 15

BLIZZARD ENTERTAINMENT

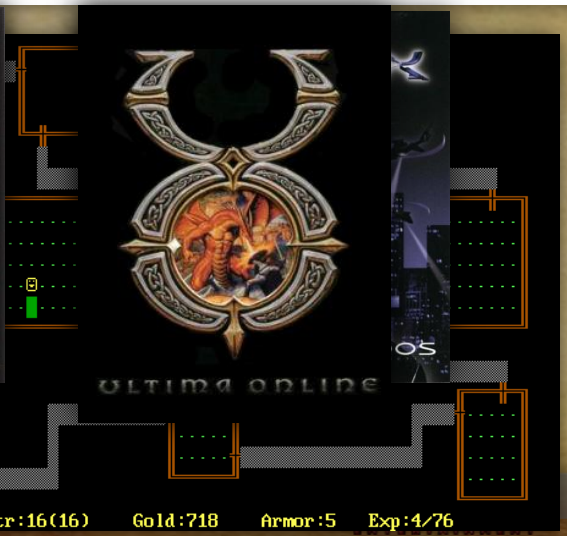
NOT DESIGNING IN A VACUUM

Roguelike

From Wikipedia, the free encyclopedia

Roguelike is a subgenre of role-playing video games, characterized by procedural level generation, turn-based gameplay, tile-ba…tting. Roguelikes descend from the 1980 game *Rogue*, particularly mirroring *Rogue*'s character- or sprite-based graphics, turn-based g… randomization.[1] In more recent years, new variations of roguelikes incorporating other gameplay genres, thematic elements and … "rogue-lite" or "procedural death labyrinths" to reflect the variation from titles which mimic the gameplay of traditional roguelikes more faith…









GDC GIVES PERSPECTIVE

VIDEO GAME timeline

As the world of video games continue to evolve, we take a look back at popular consoles and video games that helped make Nintendo, Sony, and Microsoft the giants they are today

1st Generation

1967
German-born television engineer Ralph Baer and his coworkers design the first video-game console that works on a standard television and dub it "Brown Box". They develop a chase game; allowing players to control two squares chasing each other on the screen. A modified toy gun is made and able to distinguish spots of light on the screen. 12 Other games are made

1972
The world's first home video game console, the Magnavox Odyssey, sold 330,000 units in it's lifetime

1972
One of the earliest arcade video games, PONG is a simple tennis game that became the first commercially successful video game

1974
Gran Trak 10, the first racing arcade game, is released. It is the first arcade game to use ROM

1974
Maze Wars is released. Considered to be the earliest first person shooter.

1976
Atari releases Breakout. The prototype was designed by Apple cofounders Steve Jobs and Steve Wozniak. Blackberry's current variant is called Brick Breaker

1977
Atari releases the Video Game Computer System (Atari 2600 or VCS). It is the most successful video game console of its time

1980
Mattel releases the Intellivision video console; releasing a total of 125 games during it's lifetime

2nd Generation

1977
Nintendo releases Color TV Game 6, packing 6 variations of "Light Tennis" (pong)

1979
Notable Releases:
Asteroids
Lunar Lander
Monaco GP
Flight Simulator

1976
Notable Releases:
Space Invaders
Space Wars
Bee Gee

1977
Atari opens the First Pizza Time Theatre (later Chuck E Cheese's), a video arcade pizzeria

1980
Notable Releases:
Pac-Man
Missile Command
Defender
Centipede

1981
Notable Releases:
Galaga
Donkey Kong
Frogger

1982
Notable Releases:
Q-Bert
Tron
Megamania
Dig Dug
Pole Position
Joust

1983
Sega Releases the SG-1000 to the Japanese market. Finding only minor success

1983
Nintendo releases the Family Computer console in Japan and is later released in the United State as the Nintendo Entertainment System; 62 million units sold

1984
Notable Releases:
Dragon Buster
Tetris
Balloon Fight
Gauntlet
1942
Paperboy

3rd Generation

1985
Nintendo releases the NES in the US. Super Mario Bros. is released and sells 10 million copies before year's end; eventually being the top selling video game until 2008 with 40 million copies sold

1986
Sega releases the Sega Master System as a competitor to the NES

1986
Notable Releases:
The Legend of Zelda
Out Run
Bubble Bobble
Dragon Quest
Metroid

1987
Notable Releases:
Megaman
Street Fighter
Metal Gear
Final Lap
Castlevania
Contra
Final Fantasy
Phantasy Star
Mamac Mansion

4th Generation

1988
The Sega Mega Drive (Sega Genesis in the US) is released. Sega's most successful console sold 29 million units

Notable Releases:
Altered Beast
Super Mario Bros. 3
Power Pad

1990
Nintendo releases the Super Famicon (SNES), the best selling console of the 16-bit era sold 49 million units

Other Releases:
Neo Geo
Game Genie
TurboExpress
Bonk's Adventure
Super Mario World
F-Zero

1989
Bundled with Tetris, Nintendo releases the Game Boy and is an instant success; selling 118 million world wide

Also Released
Power Glove
Turbografx-16
Prince of Persia

1991
Notable Releases:
Road Rash
Street Fighter II
Tecmo Super Bowl
Sonic the Hedgehog
Sega CD

1992
Notable Releases:
Mortal Kombat
Virtua Racing
Kirby's Dream Land
Mario Kart
Air Combat
Philips CD-i

1993
Notable Releases:
Ridge Racer
Star Fox
Virtua Fighter
Atari Jaguar
3DO

1994
Notable Releases:
Killer Instinct
Virtua Fighter
Earthworm Jim

1994
Sony releases the PlayStation Console and is heavily influences the end of the cartridge, 125 million units sold

Other releases:
Sega Saturn
Neo Geo CD
Sega 32X

1995
Notable Releases:
Chrono Trigger
Time Crisis

1996
Nintendo releases the N64. The last significant cartridge based home console was released in colors, it sold 33 million units sold

Other Releases:
Resident Evil
Crash Bandicoot
Sega Super GT

1997
Notable Releases:
Goldeneye 007
Final Fantasy 7
Oddworld
Grand Theft Auto
Gran Turismo

1998
Sega releases the Dreamcast. Considered to be ahead of its time and the pioneer of online gaming, the Dreamcast sold 10.6 million units

1990
Nintendo releases the Gameboy Color

Other Releases:
Rainbow Six
Metal Gear Solid
Monogears

5th Generation

2000
Sony releases the PS2; 138 million units sold and is the best selling console to date

Other Releases:
Perfect Dark
Chrono Cross
Skies of Arcadia

2001
With their first venture into the video game console market, Microsoft releases the XBOX; 24 million units sold

2004
Sony releases the first handheld console to use an optical disc, the Playstation Portable

2004
Nintendo releases the DS sporting a touchscreen and stylus

Other Releases:
Fable
Halo 2

2005
Microsoft releases its second console, the XBOX 360

Other Releases:
Gran Turismo 4
Guitar Hero

2009
Nintendo releases the Nintendo DSi and Sony releases the PSP Go.

6th Generation

2001
Nintendo releases the Gameboy Advance. With several different variants and colors, 81 million are sold

Other Releases:
Paper Mario
Devil May Cry
Halo

2001
Nintendo releases the Gamecube. Nintendo's first console to use optical discs; 21 million units sold

2002
Notable Releases:
SOCOM
Animal Crossing
Kingdom Hearts
Uice City
Splinter Cell
Medal of Honor

7th Generation

2006
The Sony Playstation 3 and the Nintendo Wii are released just 8 days apart. From each other; both enter the 3 way console war

GAME DESIGN IS YOUNG

- AS AN ART AND A SCIENCE
- NO SINGLE GAME WHERE THIS CHANGES
- ONGOING REVOLUTION
- INTERACTION IS OUR MAGIC



BLIZZARD ENTERTAINMENT


PRESS START

TODAY'S CO-OP QUEST

- PART 1: NATURAL BORN CO-OP
- PART 2: THE EARLY YEARS: CO-OP DESIGN AT BIOWARE
- PART 3: NETWORK CO-OP IN DIABLO III
- PART 4: COUCH CO-OP IN DIABLO III CONSOLE

TAKEAWAYS

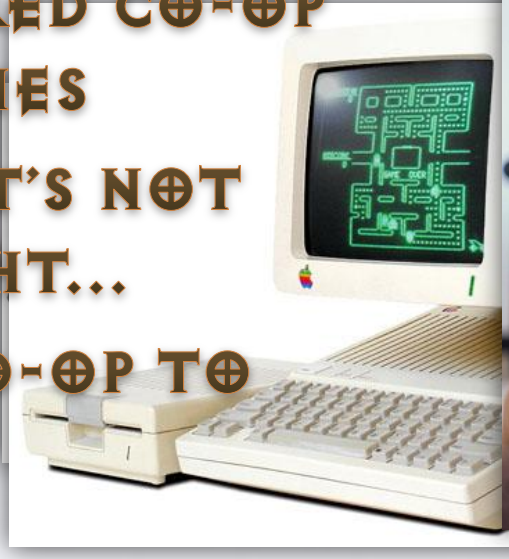
- SIMPLE CO-OP RULES
  - REALITY WE ARE IN
- COOPERATIVE DESIGN VALUES
  - HOW TO WORK EFFECTIVELY IN IT




PART I: NATURAL BORN CO-OP

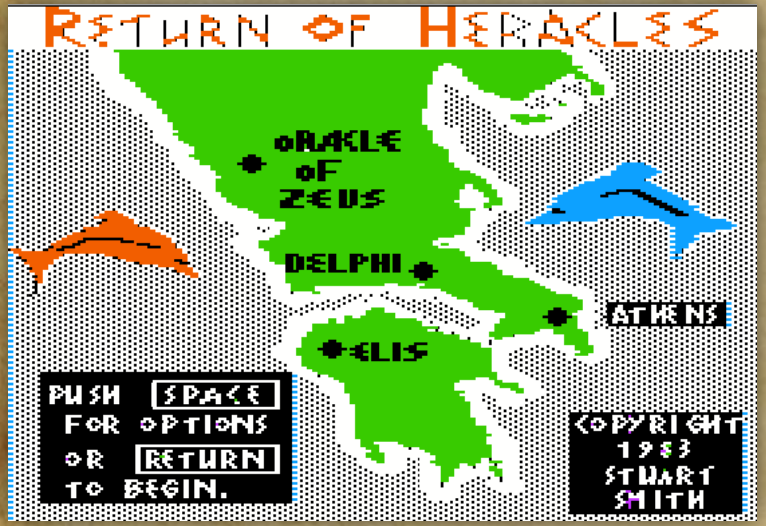
A LONG TIME AGO IN A LAND FAR AWAY...

- I DISCOVERED CO-OP VIDEO GAMES
- WAIT, THAT'S NOT QUITE RIGHT...
- I ADDED CO-OP TO ALL GAMES



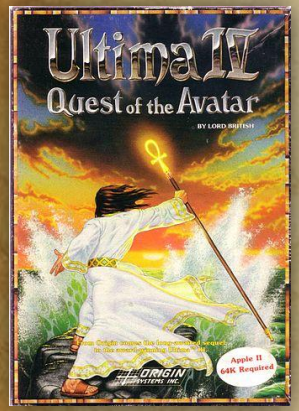


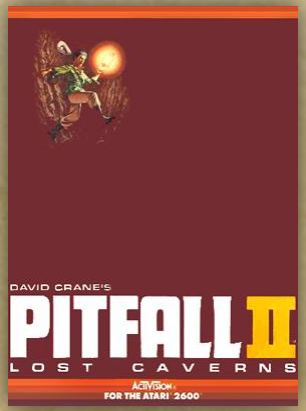
RETURN OF HERACLES





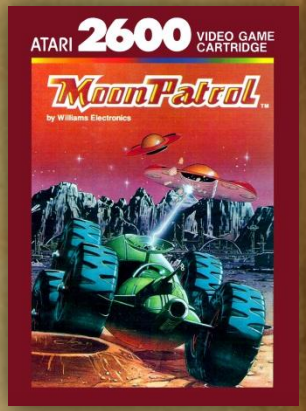
AND SO ON...


Ultima IV
Quest of the Avatar
BY LORD BRITISH
ORIGIN SYSTEMS, INC.
Apple II
64K Required


DAVID CRANE'S
PITFALL II
LOST CAVERNS
ACTIVISION
FOR THE ATARI 2600


CONAN
the Cimmerian
GAMES

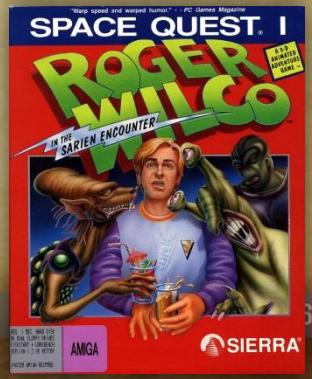

A 3-D ANIMATED FANTASY ROLE-PLAYING GAME
Hero's Quest
SO YOU WANT TO BE A HERO
SIERRA

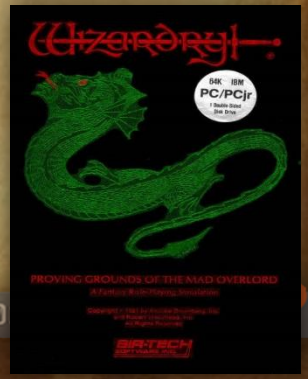

ATARI 2600 VIDEO GAME CARTRIDGE
Moon Patrol
by Williams Electronics


1UP 6330
HIGH SCORE 40000
XEVIOUS
INSERT COIN
©© 1982 NAMCO LTD.
NAMCO


Bally Creates the Most Incredible Game in the Universe...
FLASH GORDON
Amazing inter-action as balls speed through two complete playfield systems and two independent bonus systems on two different levels!
Two voices and inter-stellar background sounds work together to create an aura surrounding the player


BLIZZARD
ENTERTAINMENT


"Warp speed and warped humor." - PC Games Magazine
SPACE QUEST I
ROGER WILCO
IN THE SARIEN ENCOUNTER
AMIGA
SIERRA


Wizardry I
64K IBM
PC/PCjr
PROVING GROUNDS OF THE MAD OVERLORD
SIR-TECH


PART II: THE EARLY YEARS
CO-OP DESIGN IN BALDUR'S GATE AND NEVERWINTER NIGHTS


DUNGEONS AND DRAGONS

CO-OP LIMITATIONS IN BG

Baldur's Gate

You must gather your party before venturing forth.
You must gather your party before venturing forth.
You must gather your party before venturing forth.
You must gather your party before venturing forth.
You must gather your party before venturing forth.
You must gather your party before venturing forth.

COMPROMISE FOR GLORY



RULE #1: IT'S NOT YOUR GAME

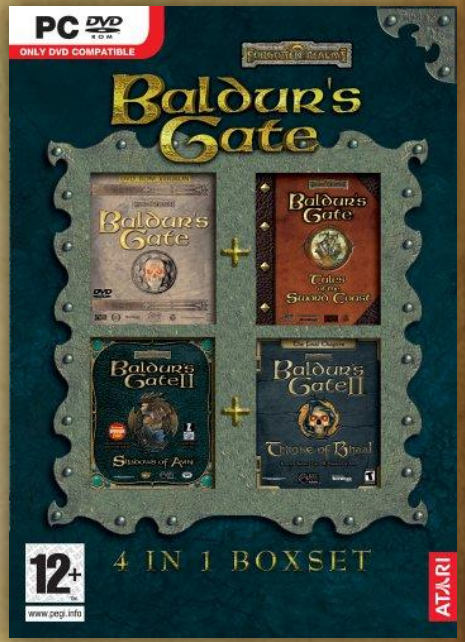
- IT IS THEIRS
- PLAYERS ADOPT A UNIVERSAL CO-OP STORY



SO WHAT IS BALDUR'S GATE?

- CHILDREN OF BHAAL FIGHTING FOR SUPREMACY IN THE FORGOTTEN REALMS SETTING?
- TACTICAL PAUSE AND PLAY COMBAT WITH A DEEP BRANCHING STORYLINE?

NOPE!



BALDUR'S GATE IN CO-OP IS...



+



+



=



CO-OP VALUE: GIVE PLAYERS THE WHEEL

- EMPOWER THEM WITH TOOLS TO MAXIMIZE THEIR CO-OP EXPERIENCE



How to Apply Design Values

- These are filters, form them as questions
- Example: Core game flow isn't working well in co-op?

ASK THIS:

"CAN PLAYERS DECIDE WHICH PARTS OF THE SINGLE PLAYER EXPERIENCE THEY WANT?"

PROTIP: PERFECT IS ENEMY OF GOOD

MINIMIZING A PROBLEM CAN WORK NEARLY AS WELL AS SOLVING IT

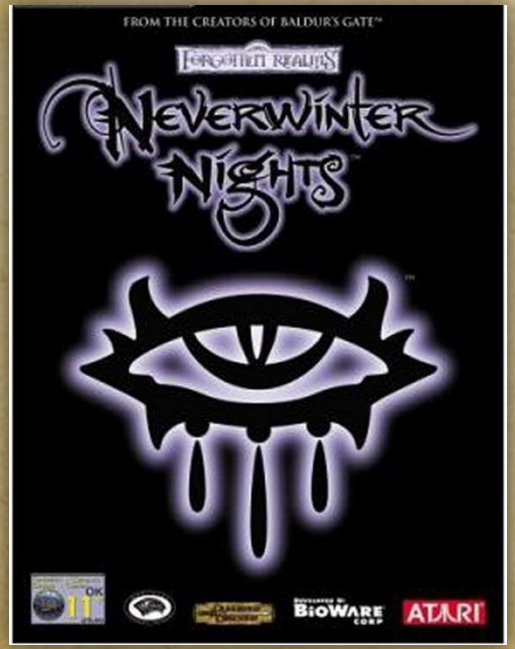
BECAUSE CO-OP FUN WILL TRUMP IT

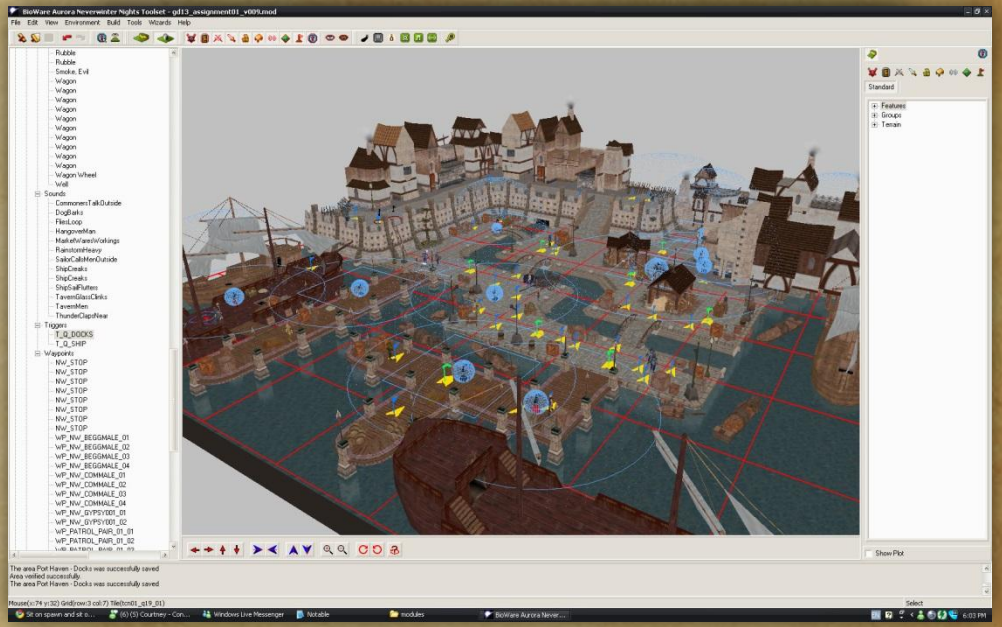
LOOT SO FAR

- ✓ RULE: IT'S NOT YOUR GAME, IT'S THEIRS
- ✓ VALUE: GIVE PLAYERS THE WHEEL



NEVERWINTER NIGHTS

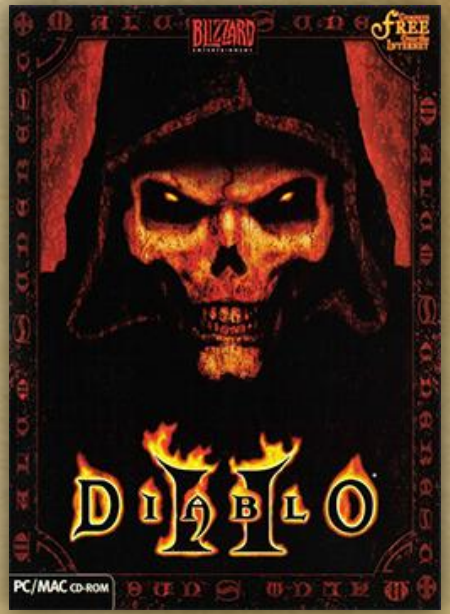





PART III: NETWORK CO-OP IN DIABLO III PC

DIABLO


DIABLO
BLIZZARD
ENTERTAINMENT
MATURE
M
ESRB


BLIZZARD
DIABLO II
PC/MAC CD-ROM


DIABLO
BLIZZARD

STORY OF DIABLO III PC CO-OP



TO



DIABLO III: CO-OP FROM DAY 1

- THE FILTER: DO NO HARM TO MULTIPLAYER
- THE GOALS:
  - SEAMLESS JOIN AND DROP
  - BATTLE.NET COMMUNITY



EARLY IN D3 DEVELOPMENT...

- STRUGGLES WITH STRUCTURE AND QUEST TECH
- WHAT IS THE RIGHT LEVEL OF PLAYER FREEDOM?
- GAME SPEED: FAST ALREADY, EVEN FASTER IN CO-OP

WE ALL KNOW THIS FEELING

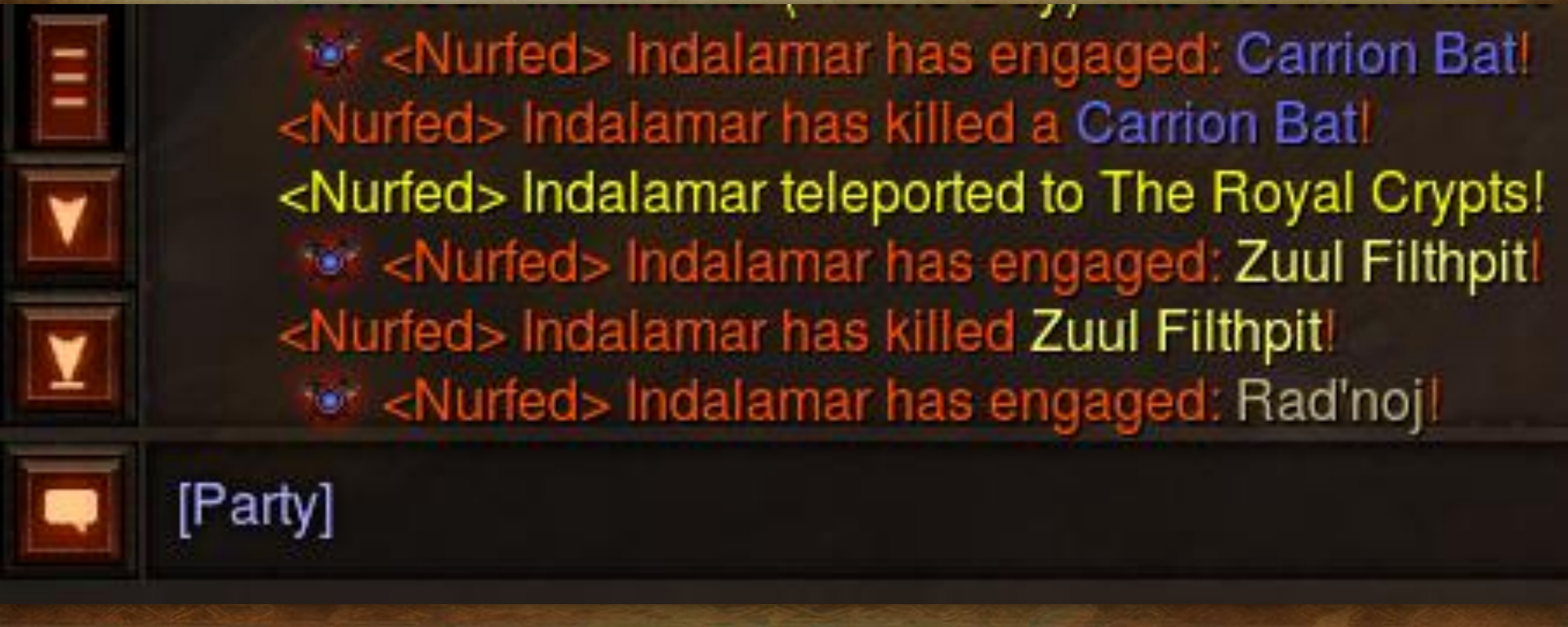


TOUGH DESIGN DISCUSSIONS

- CUT SIDE QUESTS
- DECIDED PARTY INTEGRATION TRUMPED INDIVIDUAL FREEDOM
  - LIMITATION: PLAYERS HAD TO STAY WITHIN THE CURRENT ACT
  - NEW DECISION: PLAYERS MUST SHARE THE SAME QUEST


CATHEDRAL
Torment I (70) 2:19 PM
YOUR FRIEND WENT HERE
OBJECTIVES
Press (M) to open the Waypoint Map.

GIVING PLAYERS THE WHEEL VIA INFO



CHOICE GIVES CONTROL



CO-OP VALUE

- REMOVE BARRIERS

LOOT SO FAR

- ✓ RULE: IT'S NOT YOUR GAME, IT'S THEIRS
- ✓ VALUE: GIVE PLAYERS THE WHEEL
- ✓ VALUE: REMOVE BARRIERS



D3 LAUNCH AND EARLY WEEKS



D3 LAUNCH AND EARLY WEEKS

- PLAYING WITH FRIENDS WORKED GREAT
- GAME DESIGN DECISIONS KEPT GETTING IN THE WAY

UH OH

- SAME DANG QUESTS AGAIN???
  - YES, BUT HARDER ☹



IS THE LOOT TROLLING ME?

- STINGY LOOT
- BEST LOOT CAME LATER
- CO-OP IS SUPPOSED TO BE ADDITIVE?



WE MADE CO-OP WAY TOO HARD

- **THE MATH:**
  - PLAYER (100% DMG) + ANOTHER PLAYER (100% DMG) IS MORE THAN 200%
- **EXPECTED PRECISE TACTICAL GAMEPLAY:**
  - I.E. TEAMWORK REQUIRED TO SURVIVE
- **PROBLEMS:**
  - SPEED AND KNOWLEDGE

A NOTE ON TACTICAL ROLES

- DIABLO IS AN ACTION GAME AS MUCH AS AN RPG
- TACTICS ARE MORE REFLEX BASED THAN MOST RPGS




DIABLO III

SEVERE DIFFICULTY LED TO:

- RANGED CLASSES LIVED IN KITE COUNTRY



SEVERE DIFFICULTY LED TO:

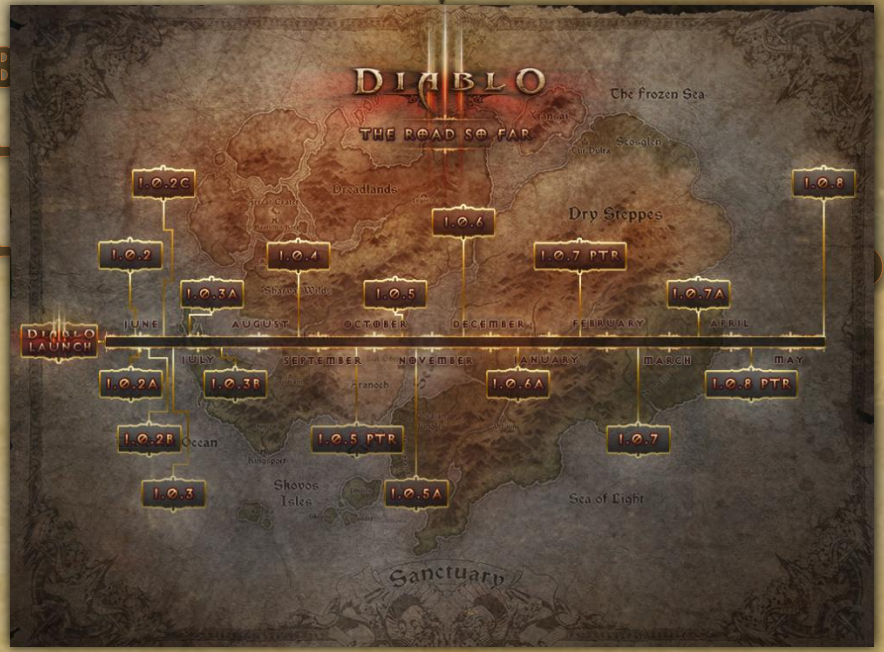
- MELEE MAXED OUT THE LIFE ON HIT STAT
- SO WHENEVER SOMEONE JOINED YOUR GAME...




42
Templar
Kulle
CAVE OF THE BETRAYER LEVEL I
2:10 PM
(1785/2258)
(4022/4507)
YOU HAVE DIED.
YOUR DEEDS OF VALOR WILL BE REMEMBERED
OBJECTIVES
Blood and Sand
Get the Blood of Zoltun Kulle from the Cave of the Betrayer (1/1)
Get the Blood of Zoltun Kulle from the Vault of the Assassin (0/1)
EXIT TO MENU

SEASON OF THE PATCH

- TRIED TO B
- WE TRIED T
- WE TRIED T GETHER



IMPROVEMENTS AND ADDITIONS

- CO-OP BONUSES
- MATCHMAKING TAGS
- FRIENDS
- SOCIAL UIS
- CONTENT AND REWARDS



IMPROVEMENTS AND ADDITIONS



DESIGN RULE: GET OUT OF THE WAY

- DON'T CARE ABOUT THE STORY
- DON'T CARE WHY THEY CAN'T PLAY TOGETHER
- DON'T CARE ABOUT BALANCE INITIALLY

LOOT SO FAR

- ✓ RULE: IT'S NOT YOUR GAME, IT'S THEIRS
- ✓ RULE: SO GET OUT OF THE WAY
- ✓ VALUE: GIVE PLAYERS THE WHEEL
- ✓ VALUE: REMOVE BARRIERS




REAPER OF SOULS: THE NEXT LEVEL

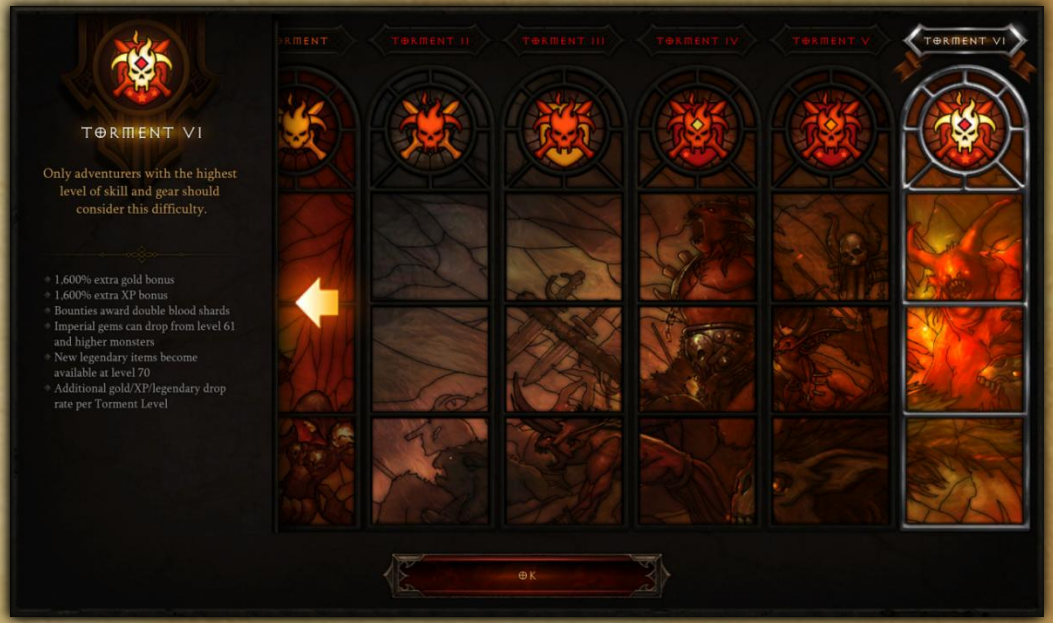
ADVENTURE MODE

- PLAY WHEN YOU WANT TO
- PLAY WHERE YOU WANT TO



PLAYER SELECTED DIFFICULTY

- PLAY HOW YOU WANT TO
- CO-OP ALLOWS UTTER PLAYER DOMINATION
- DIFFICULTY KEEPS TENSION



LOOT 2.0

- PHILOSOPHY SHIFT: LESS IS MORE
- MAJOR ITEM POWER INCREASE
- THE HOUSE ALWAYS LOSES
  - WEIGHTED FOR THE PLAYER
  - SMART DROP
  - WAY MORE LEGENDARIES



LOOT 2.0

MADAWC'S SORROW



Legendary Two-Handed Mighty Weapon

2-Hand

Barbarian

3,175.2

Damage Per Second

2644-3129 Damage
1.10 Attacks per Second

Primary
- +1182-1520 Arcane Damage
- +971 Strength
- +1091 Vitality
- +24,588 Life per Hit

Secondary
- +24 Maximum Fury (Barbarian Only)
- Stun enemies for 2 seconds the first time you hit them.

ARCSTONE



Legendary Ring

Finger

Primary
- +424 Intelligence
- +442 Vitality
- Critical Hit Chance Increased by 5.0%
- Reduces cooldown of all skills by 7.0%.

Secondary
- +159 Cold Resistance
- Lightning pulses periodically between all wearers of this item, dealing 1442% weapon damage.

Robbers plundering an ancient tomb near Westmarch discovered forty two skeletons laid out in repose, each wearing one of these rings. Their origins and creators have been lost to the ages, but the Arcstone rings have returned.

CO-OP VALUE: BUILD BRIDGES

- PARTNER OF REMOVING BARRIERS
- REAPER OF SOULS IS WHERE WE FOUND OUR GROOVE



BUILDING BRIDGES



WE HAVE OUR WEAPONRY: RULES AND VALUES




PART IV: BOSS FIGHT
COUCH CO-OP IN
DIABLO III CONSOLE

STORY OF DIABLO III CONSOLE COOP




UNLEASH HELL
IN YOUR LIVING ROOM

COUCH CO-OP MEETS SOCIAL MECHANICS

- INTERPLA
  CO CIOU
- RRIERS









TRIALS AND TRIBULATIONS

- 4 PLAYERS ON ONE SCREEN HAD TECHNICAL AND ARTISTIC HURDLES
- GAMEPLAY ISSUES
  - LOOT AND UI



TOO MUCH LOOT!

- IS THAT EVEN POSSIBLE?
- INVENTORY MANAGEMENT WITH CONSOLE CONTROLLERS
- 4 PEOPLE TRYING AT THE SAME TIME
- DIABLO'S CORE LOOT PHILOSOPHY PROBLEMS



KICKED OFF THE LOOT FIXES

- CONSOLE DIII SHIPPED BEFORE REAPER
- CLEVER EXTRAS LIKE:
  - TURN USELESS LOOT INTO GOLD AND DROP THAT
  - FEWER ITEMS OVER ALL
  - MORE GENEROUS DROP RATES FOR LEGENDARIES
  - ETC.


3401 Gold
Tranquil Ascended Greaves of the Castle
9122 Gold
3942 Gold
Blood Shard (190)
Kerykeion of Death
4329 Gold
3788 Gold
Veiled Crystal
927 Gold
Judgmental Grandfather Flail
3401 Gold
7422 Gold
Veiled Crystal
Veiled Crystal
Veiled Crystal
Veiled Crystal
5179 Gold
Marquise Ruby
Veiled Crystal
Savage Diabolic Wand of Sabotage
35,795 Gold
Marquise Diamond
1082 Gold
Health Potion
Health Potion
5875 Gold
Veiled Crystal
Health Potion
Veiled Crystal (53)
Gem
Marquise Ruby
Health Potion
Ring
Ring
Arcane Dust (7)

HOW IS LOOT DIVIDED?

- STARTED BY ALTERNATING DROPS


NOT FAIR!!!
Bounty: Clear the Scavenger's Den
Enter the Scavenger's Den Level 1
Kill all enemies in the Scavenger's Den Level 2
P2
HE WILL GET IT ALL
P1
P1
70
22
L1
X
R1
R2
P2
400
20
R2
R1
L1

HOW IS LOOT DIVIDED?

- STARTED BY ALTERNATING DROPS
- IN UEE: ADDED TARGETED LOOTING

L1 INVENTORY SKILLS PARAGON PARTY QUESTS R1



83.4k 2431k 652k

77 Str	2896 Dex	77 Int	3633 Vit

Hildebran

Level 70

MAIN HAND

Inventory

Avenger's Sentry
2341.2 Dmg

Wild Rain
2325.0 Dmg

Forest Reign
2454.2 Dmg

Equipped

Vengeance Eagle
2426.8 Dmg
Equipped

+1012-1239 Cold Damage
+8% Damage

+8 Maximum Discipline (Demon Hunter Only)
Reduces all resource costs by 8%.

1247-2219 Damage
1.40 Attacks per Second
Level 70
Rare Bow

Inventory 10/60

Sell Value 6115

X Select Character Details Close

PLAY THE GAME, NOT THE UI

- EVENT QUEUE
  - QUICK COMPARE FOR ITEMS
  - ONE BUTTON EQUIP FOR BOTH ITEMS AND SKILLS




Bounty: Clear the Scavenger's Den
Enter the Scavenger's Den Level 1
Kill all enemies in the Scavenger's Den Level 2
Slash
NEW SKILL
X Assign
Hide
Close
3
10
L1
X
R2


Bounty: The Cursed Court
Cleanse the Cursed Chest
Anger Grinder
1
NEW GEAR
70
21
L1
X
R1
R2

GIVING PLAYERS THE WHEEL

- EVENT QUEUE: ALLOWED PLAYERS TO UPGRADE GEAR AND SKILLS WITHOUT SLOWING DOWN THEIR FRIENDS



BUILDING ON THE CO-OP FOUNDATION

- APPRENTICE MODE IS THE BEST BARRIER REMOVER




L1
INVENTORY
SKILLS
PARAGON
PARTY
QUESTS
R1
P1
156k
2715k
29.3k
3696 Str
76 Dex
76 Int
3686 Vit
Kord
Level 1
MAIN HAND
Inventory
Equipped
Weathered Hand Axe
3.0 Dmg
Equipped
2-3 Damage
1.20 Attacks per Second
Axe
Inventory 5/60
Sell Value 3
Select
Character Details
Close

THE FINAL RESULT

TECHNOLOGY ▸ GAMING

Press Start: Diablo III is the ultimate console local co-op game

Diablo III: Reaper of Souls - Ultimate Evil Edition revives the idea of local co-op video games



Diablo III's co-op mode is one of the best to be part of a console game in years.

PHOTO: HANDOUT/BLIZZARD


Mandrake, Thrall of Azmodan
Desecrator Teleporter
LB
A
X
Y
B
RB
RT
40
P3
Mantra of Evasion
P2
P3
P4
P1
Mantra of Evasion
P2
P1
40
0
4


BOSS SLAIN!



CO-OP RULES

IT'S NOT YOUR GAME, IT'S THEIRS

SO

GET OUT OF THE WAY

DEVELOPMENT VALUES

GIVE PLAYERS THE WHEEL

- EMPOWER THEM TO MAKE CO-OP WORK
- CAN YOU GIVE THEM TOOLS TO SOLVE THEIR OWN PROBLEMS?
- TIP: CO-OP FUN BEATS THE NEED FOR A PERFECT DESIGN SO DON'T TALK YOURSELF OUT OF IT

DEVELOPMENT VALUES

REMOVE BARRIERS

- DON'T LET REALISM OR BALANCE OR SPOILERS GET IN THE WAY
- THE CO-OP ENVIRONMENT MUST BE ADDITIVE
- APPLY YOUR FEATURES AND CONTENT TO REMOVE BARRIERS AND DON'T BE AFRAID TO TURN SOME OFF IN CO-OP

DEVELOPMENT VALUES

BUILD BRIDGES

- USE YOUR INTERFACE, AUDIO, PARTY ALIGNMENT, ETC. TO BUILD SOCIAL BONDS
- BE GENEROUS! REWARDS ARE ONE OF THE BEST BRIDGES


THANK YOU!

QUESTIONS?

RULES

IT'S NOT YOUR GAME, SO GET OUT OF THE WAY

VALUES

- GIVE PLAYERS THE WHEEL
- REMOVE BARRIERS AND BUILD BRIDGES